

Serious Games for Team Training, Phase I

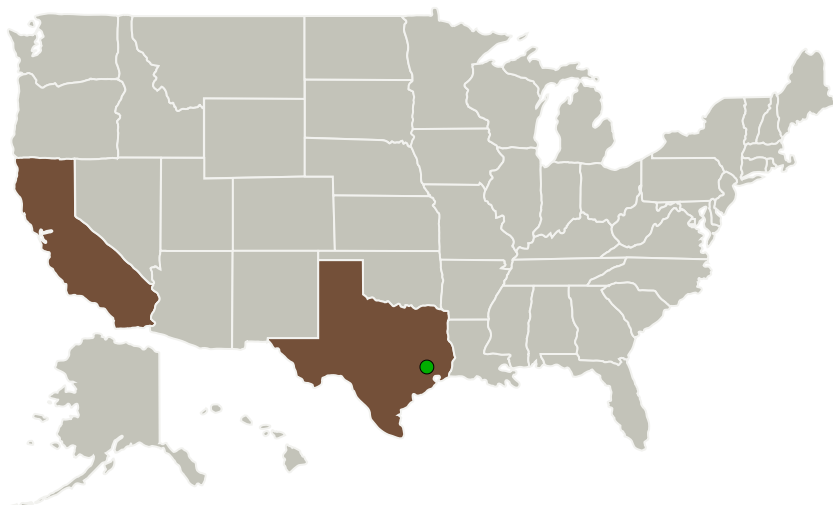
Completed Technology Project (2012 - 2012)




Project Introduction

We propose to investigate a virtual teamwork training suite incorporating serious games that target specific team-oriented skills and behaviors. We will define metrics for evaluation of team performance, devise games that engage crew and controller participants in relevant team tasks, and perform a review on the applicability of virtual environment and serious game mechanics to training objectives.

Primary U.S. Work Locations and Key Partners



Organizations Performing Work	Role	Type	Location
Stottler Henke Associates, Inc.	Lead Organization	Industry	San Mateo, California
 Johnson Space Center(JSC)	Supporting Organization	NASA Center	Houston, Texas

Primary U.S. Work Locations

California	Texas
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Table of Contents

Project Introduction	1
Primary U.S. Work Locations and Key Partners	1
Project Transitions	2
Organizational Responsibility	2
Project Management	2
Technology Maturity (TRL)	2
Technology Areas	3
Target Destinations	3

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Project Transitions

 **February 2012:** Project Start

 **August 2012:** Closed out

Closeout Documentation:

- Final Summary Chart(<https://techport.nasa.gov/file/140304>)

Organizational Responsibility

Responsible Mission Directorate:

Space Technology Mission Directorate (STMD)

Lead Organization:

Stottler Henke Associates, Inc.

Responsible Program:

Small Business Innovation Research/Small Business Tech Transfer

Project Management

Program Director:

Jason L Kessler

Program Manager:

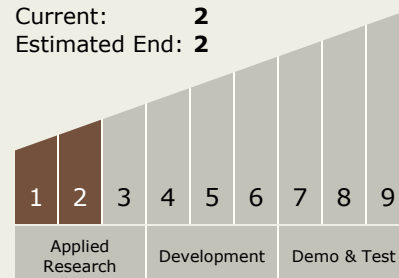
Carlos Torrez

Principal Investigator:

Dan Fu

Technology Maturity (TRL)

Start: **1**
Current: **2**
Estimated End: **2**



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Technology Areas

Primary:

- TX06 Human Health, Life Support, and Habitation Systems
 - └ TX06.3 Human Health and Performance
 - └ TX06.3.3 Behavioral Health and Performance

Target Destinations

The Sun, Earth, The Moon, Mars, Others Inside the Solar System, Outside the Solar System